

Catherine Full Body English Translation Vita

Full English/Spanish port of Catherine: Full Body on the Vita, which is a remake/enhanced port of the 2011 Catherine video game.

The whole game has been translated based on the PS4 version, except for the following:

- Trophies, digital game manual, bubble title and such are not translated.
- The remaining 1% untranslated FMV on the Spanish port is the Persona 5 Babel ending DLC.

Installation

Requirements

- Hacked Vita (Enso/h-encore 3.60/3.65/3.68).
- NoNpDrm and rePatch plugins (installed on the Vita and verified working).
- reF00D/0syscall6 is not really needed for this mod but you need it on some of your game and you should have it by default.
- VitaShell.
- FTP program (WinSCP highly recommended).
- This English patch (English/Spanish).

How to install

Preparation:

- Install the Game on your Vita or insert cart and also install the game update v1.03.
- Test the game if it's working fine.
- Extract the patch archive to a folder. ex: "C_FB_ENG_v1.0_patcher".

Catherine: Full Body Translation



General

Author	<u>froid_san</u>
Type	Translations
Version	1.0
License	Mixed
Last Updated	2020/04/12

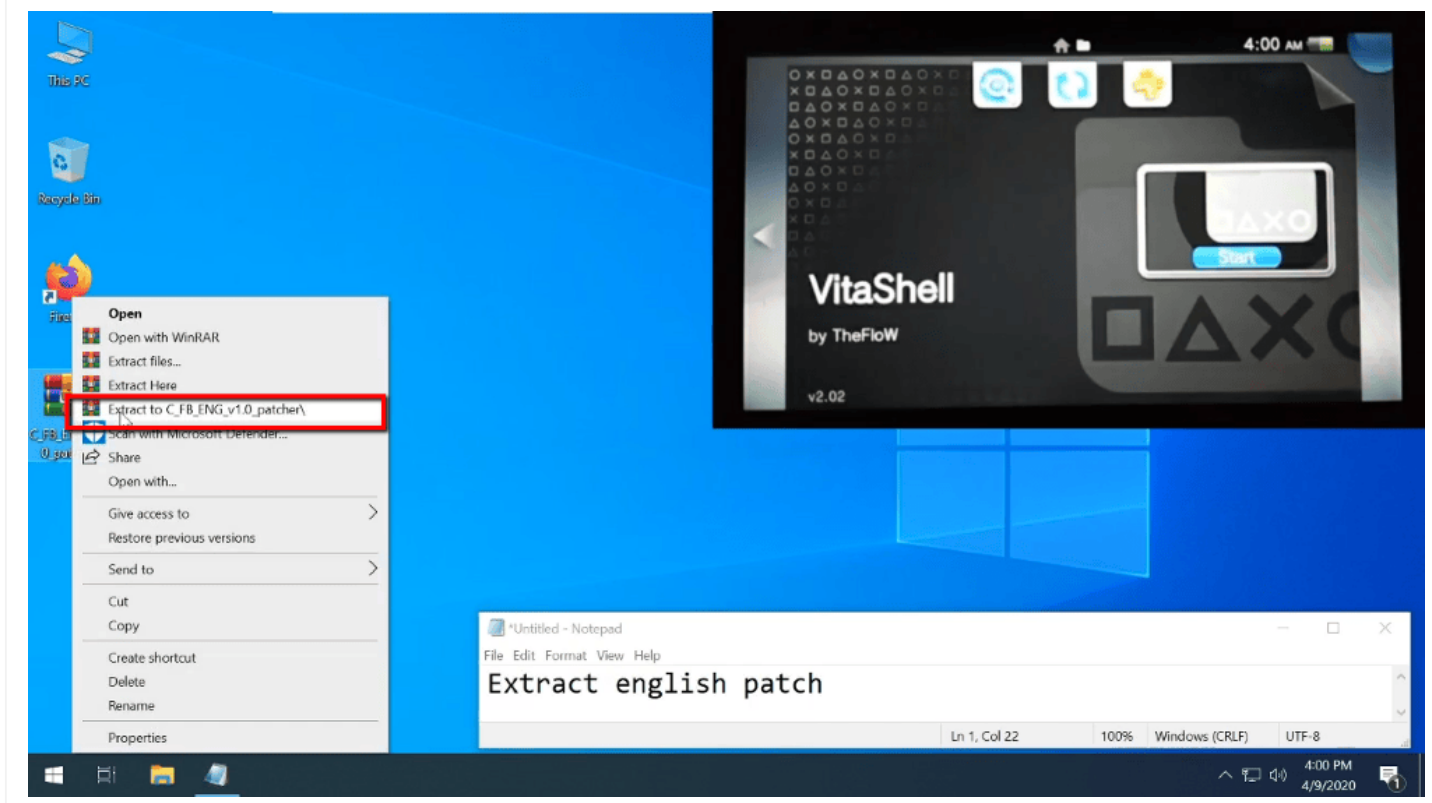
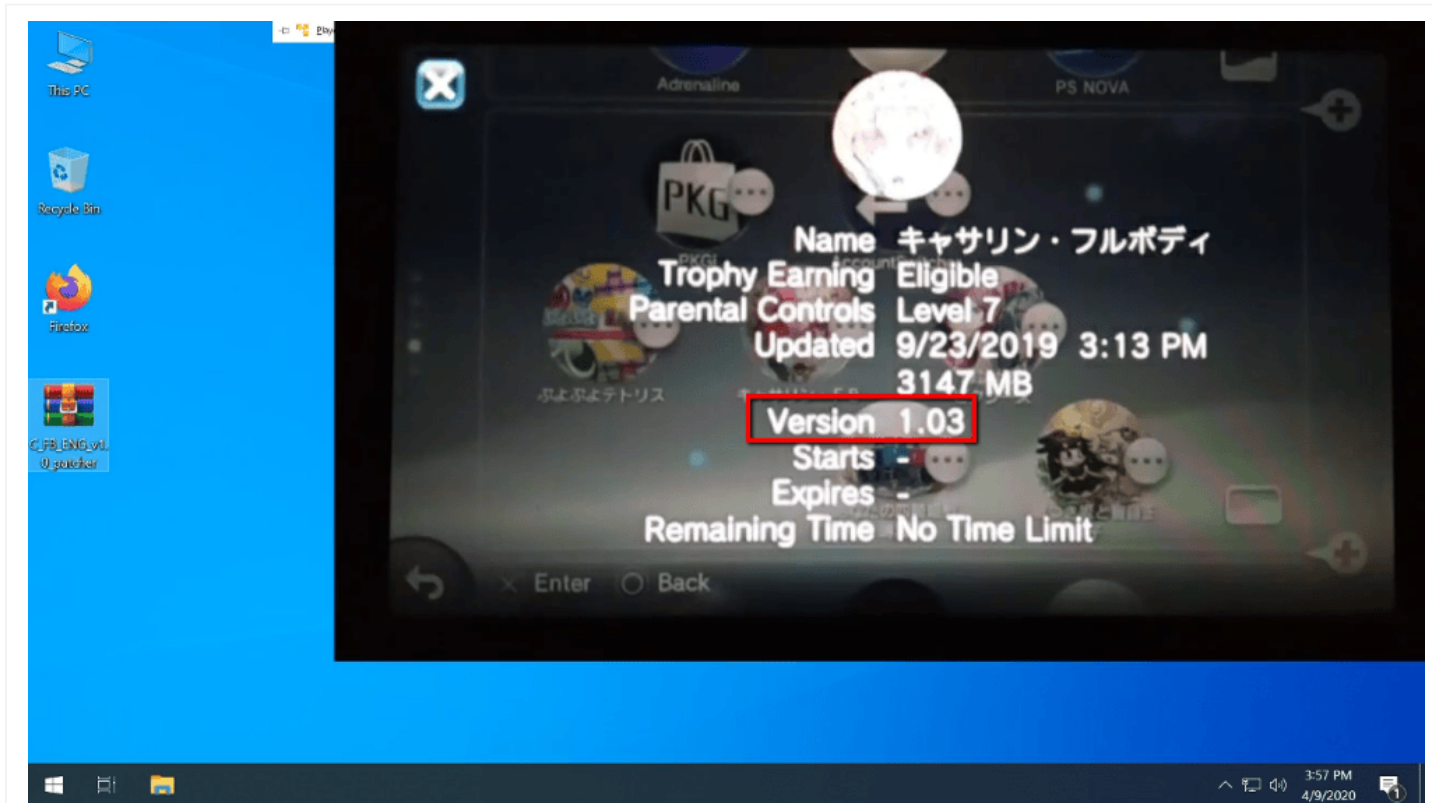
Links

1.0 EN & 0.95 ES Download (<https://dlhb.gamebrew.org/vitahomebrews/catherinefullbodytranslationvita.7z>)

Website (<https://froidromhacks.com/catherine-full-body-jp-english-dub-port-v1-0-960x544-resolution-patch-vita/>)

Image

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Next you need to decrypt your game, choose which decryption method best suits you:

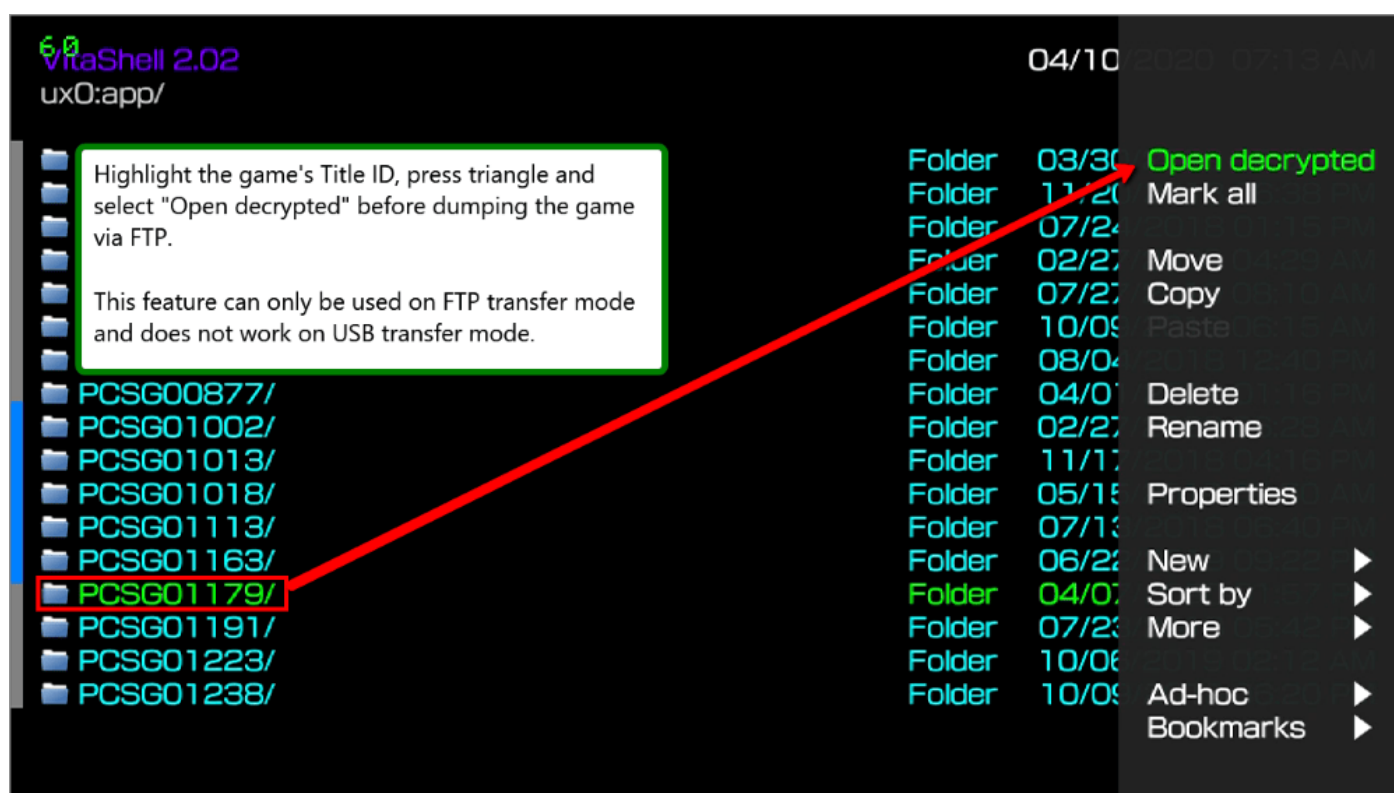
- Decrypting the game via VitaShell is slower but easier.
- Decrypting the game via psvpfparser is faster but may not always work depending on your system setup.
- Check the Additional notes for more info on troubleshooting on some common psvpfparser error.
- If you have problems decrypting your game using VitaShell, use psvpfparser instead or vice versa.

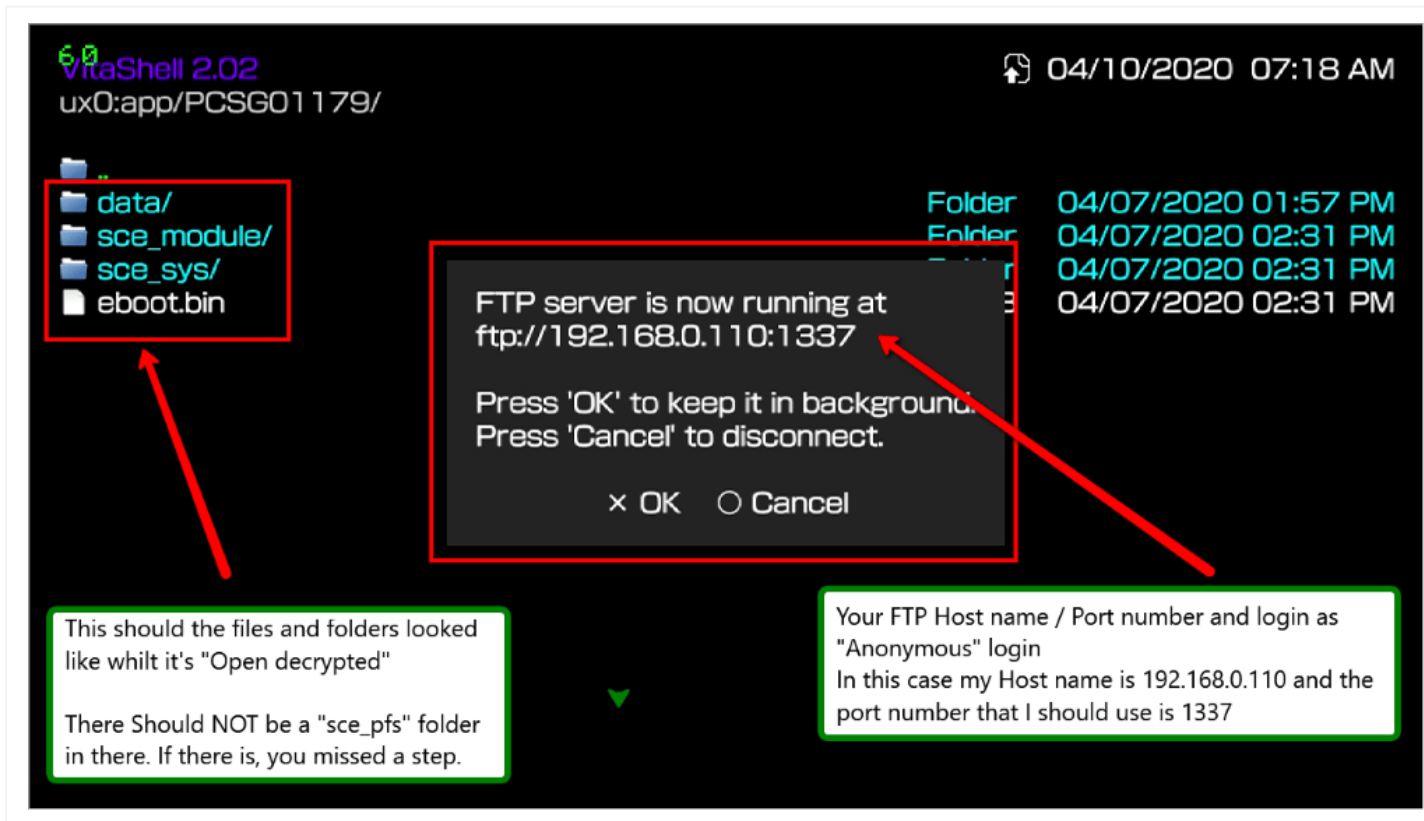
If you choose to decrypt the game via VitaShell:

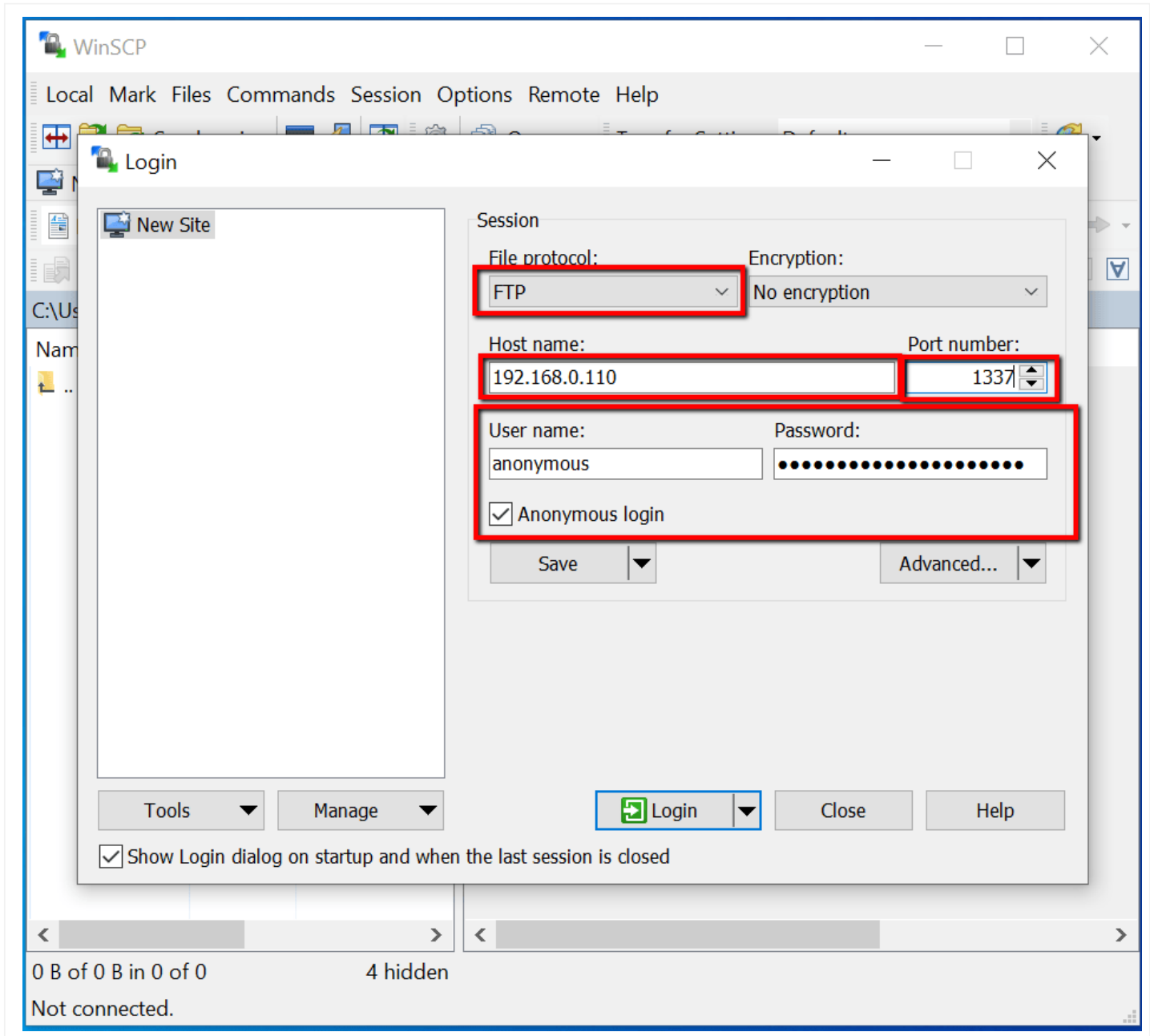
- Using VitaShell browse gro0:app/ (if cart) or ux0:app/ (if a PSN game).
- Highlight the PCSG01179 folder and press Triangle > Open decrypted Press Select and connect Via FTP.
- Using your favorite FTP application on the PC, browse gro0:app/ (if cart) ux0:app/ (if a PSN game).
- Copy PCSG01179 folder to the PC (C_FB_ENG_v1.0_patcher\decrypted_backup folder) and rename it to PCSG01179_base.
- Browse ux0:patch/ on your Vita again using VitaShell.
- Highlight PCSG01179 folder and press Triangle > Open decrypted again on FTP application on the PC, browse ux0:patch/.
- Using your favorite FTP application on the PC, browse ux0:patch/.
- Copy PCSG01179 folder to the PC (C_FB_ENG_v1.0_patcher\decrypted_backup folder) and rename it to PCSG01179_update.

Image

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app - anonymous@192.168.0.110 - WinSCP

Local Mark Files Commands Session Options Remote Help

Synchronize Queue Transfer Settings Default

anonymous@192.168.0.110 x New Session

Find Files

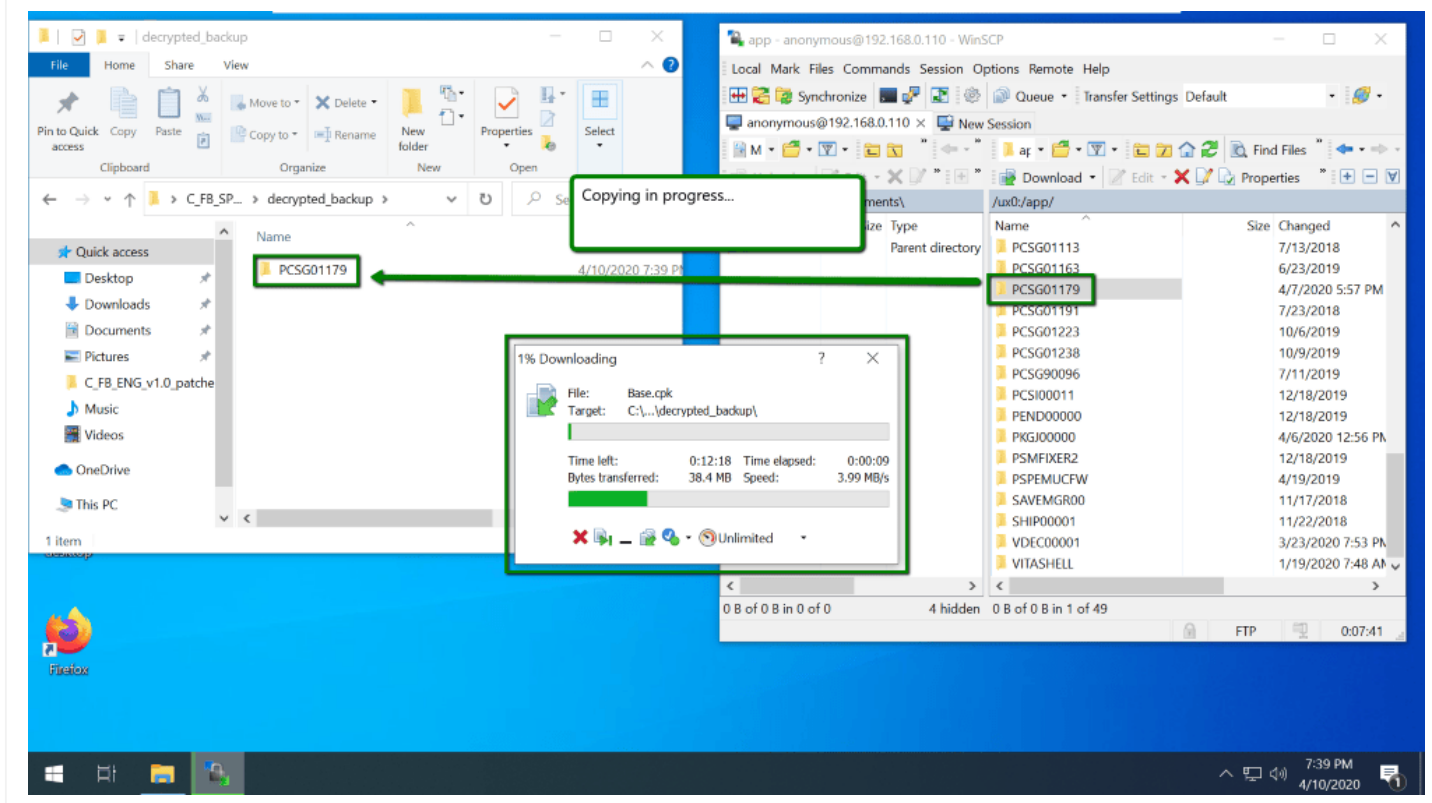
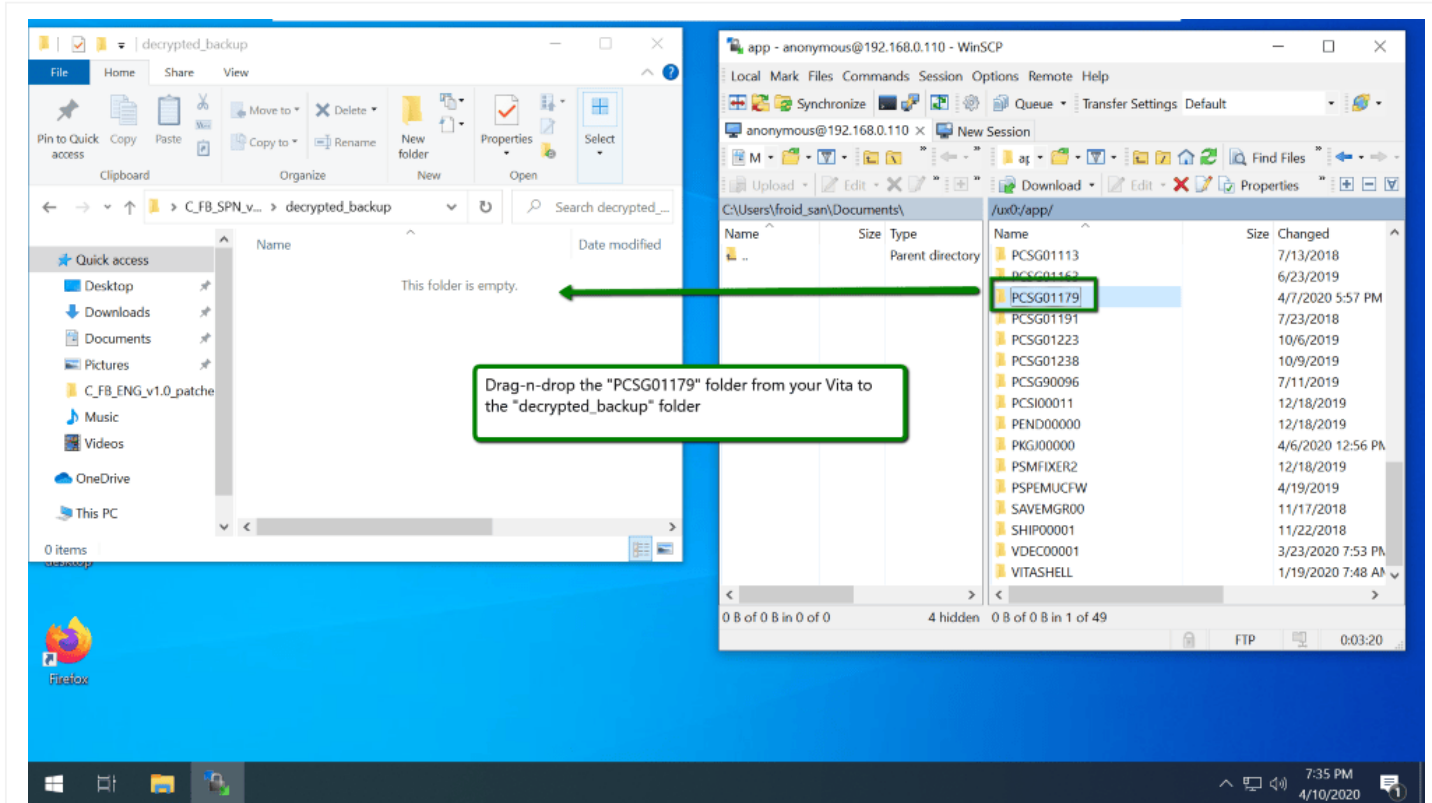
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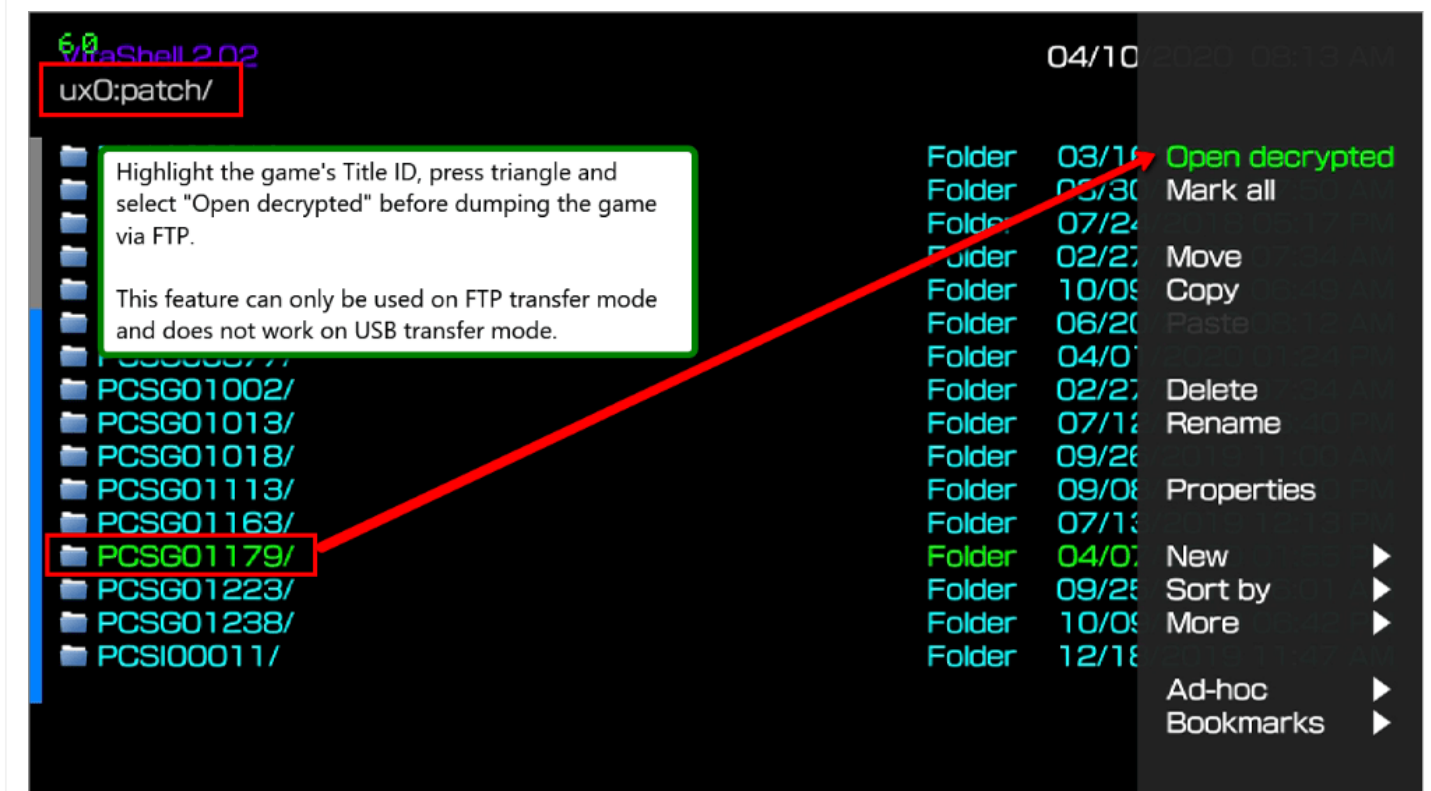
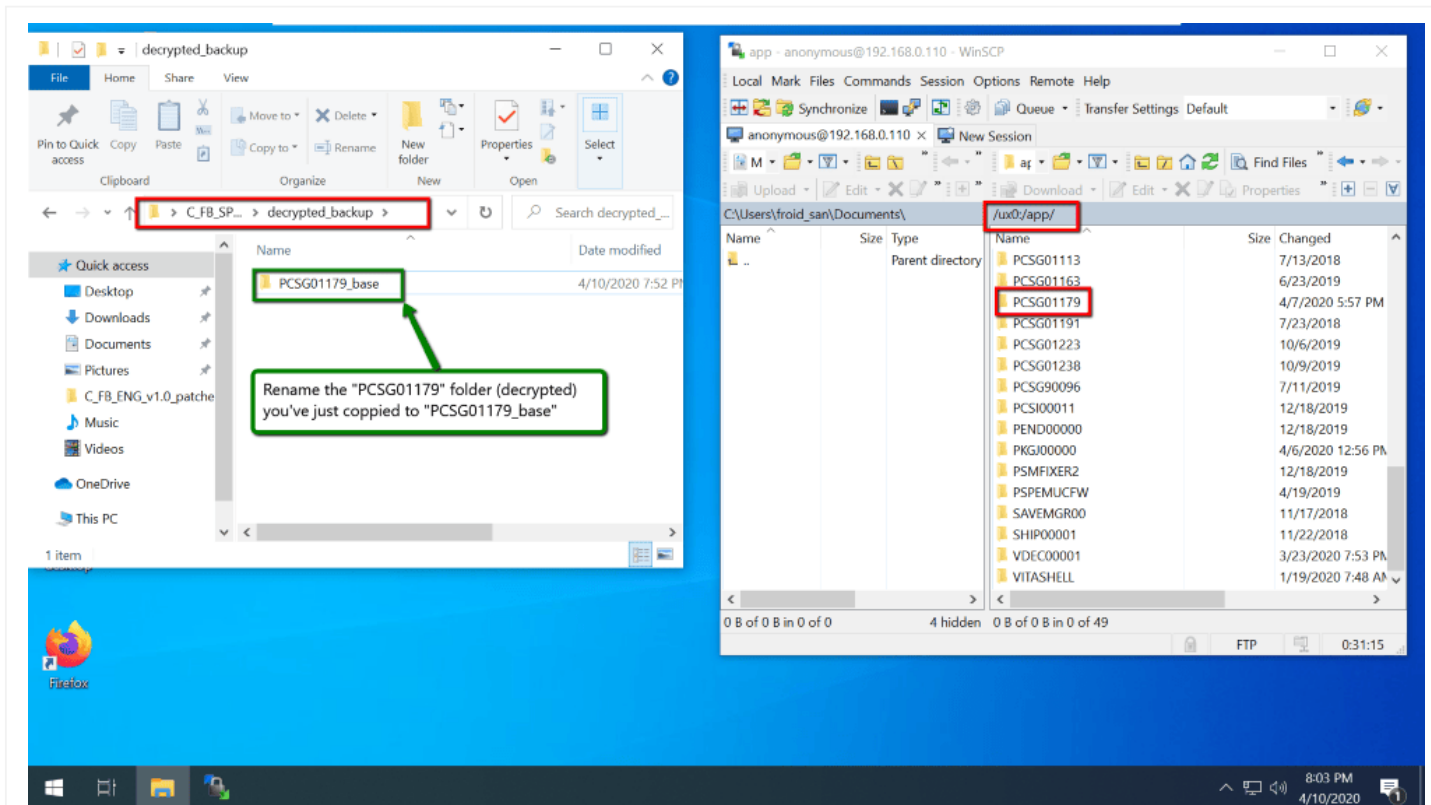
C:\Users\froid_san\Documents\ /ux0:/app/

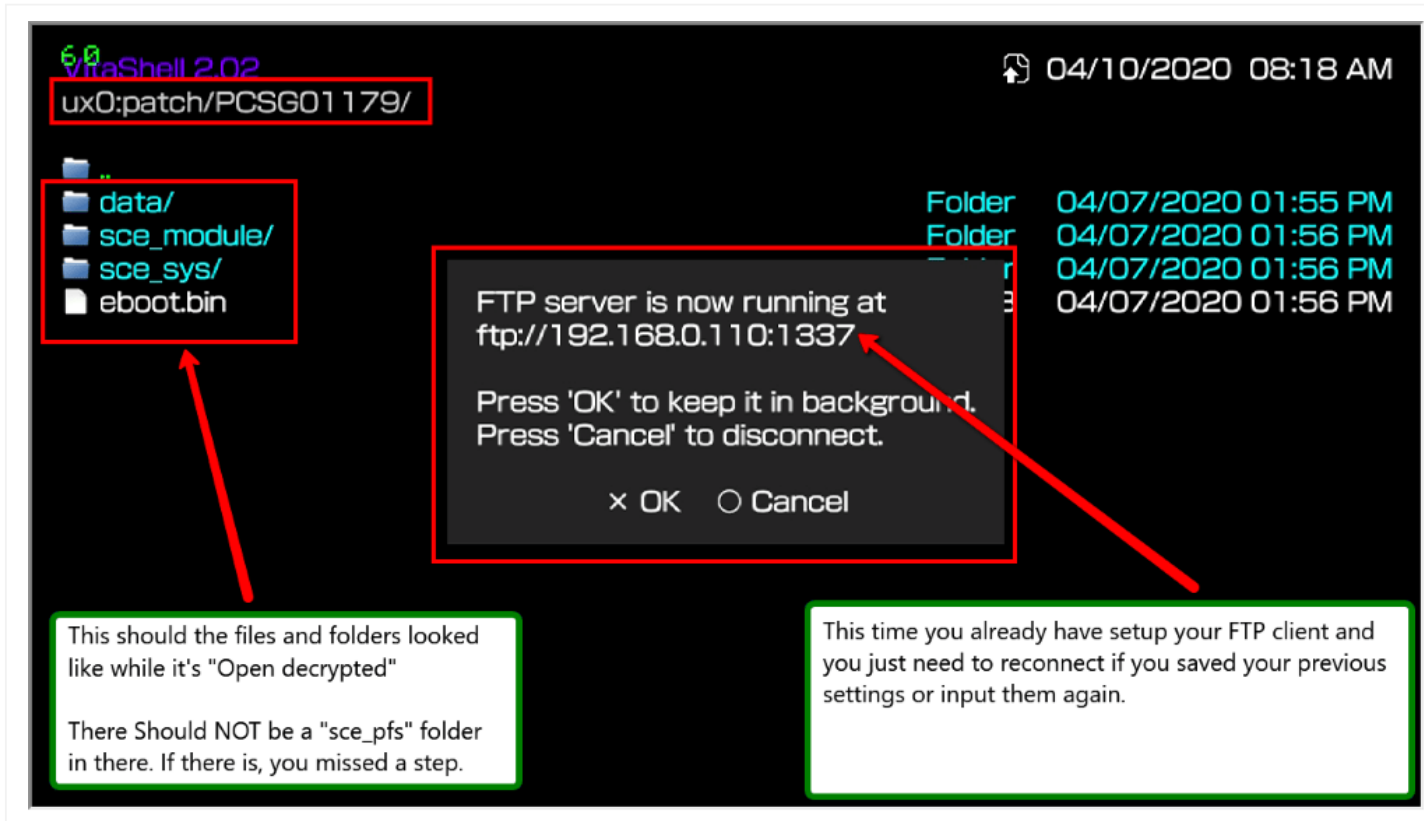
Name	Size	Type	Name	Size	Changed
..		Parent directory	..		
			AUTOPLUG0		1/26/2020 4:21 PM
			BGFTP0010		3/13/2020 4:25 PM
			MAIM00001		11/17/2018
			MLCL00003		12/30/2019
			NPXS18888		10/5/2019
			PCSA00134		2/6/2020 4:59 AM
			PCSB00190		1/6/2020 12:18 AM
			PCSB00428		10/8/2017
			PCSE00064		1/5/2020 3:27 PM
			PCSE00305		1/4/2020 10:02 PM
			PCSE00317		4/10/2020 7:15 AM
			PCSE00428		1/21/2018
			PCSE00491		2/7/2020 5:15 AM
			PCSE00516		2/7/2020 5:55 AM
			PCSE00521		12/18/2019

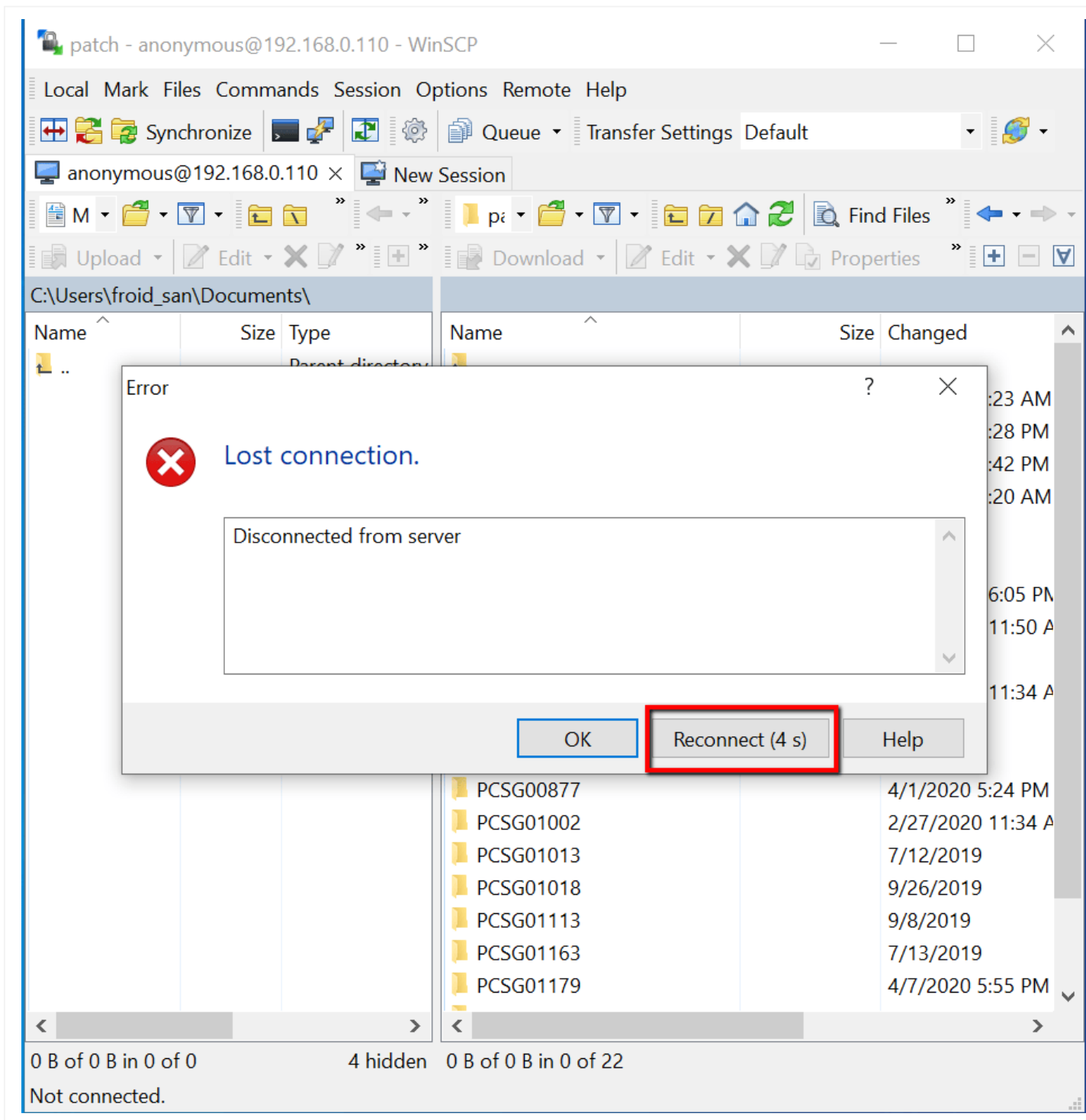
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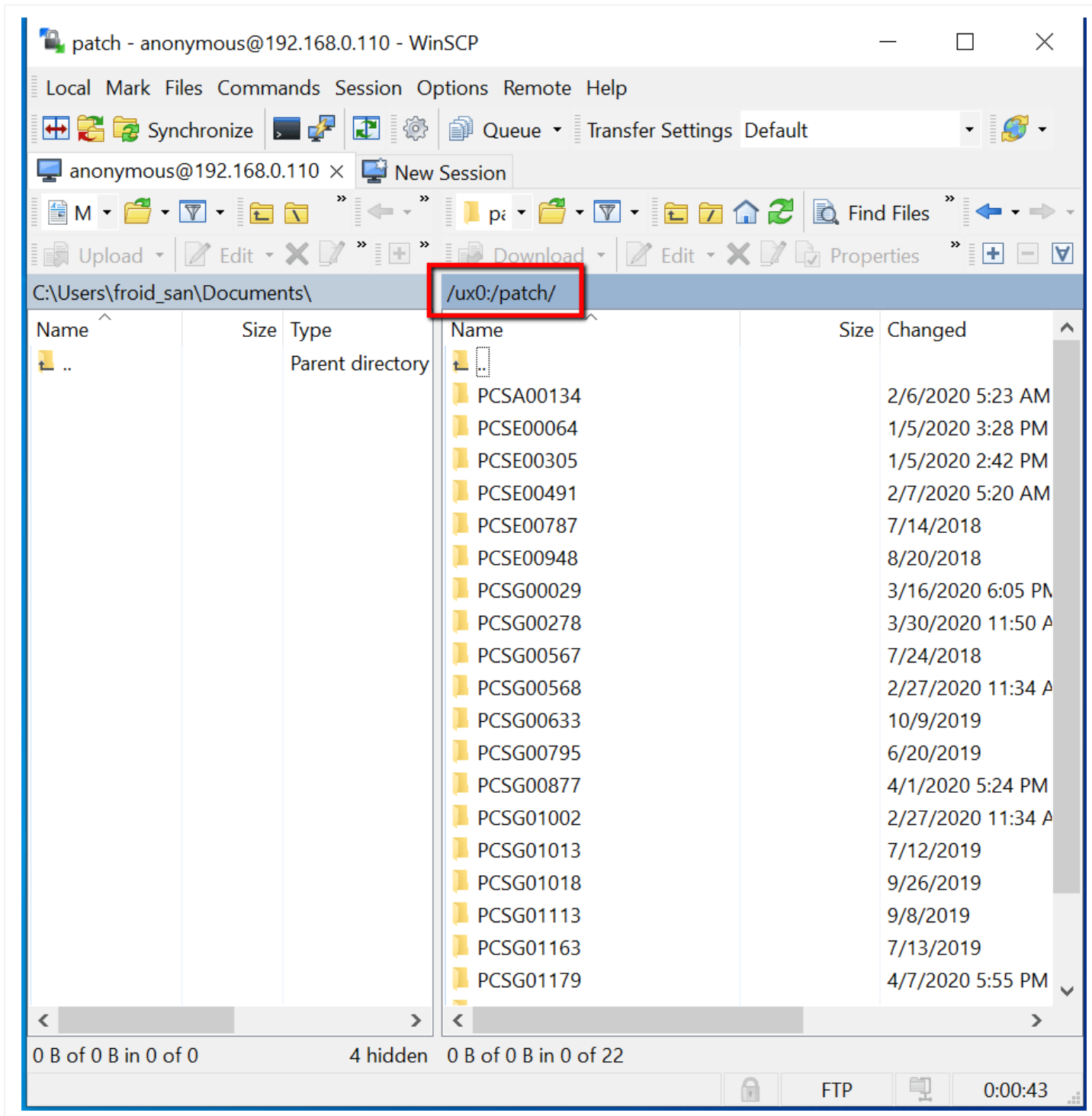
FTP 0:01:00

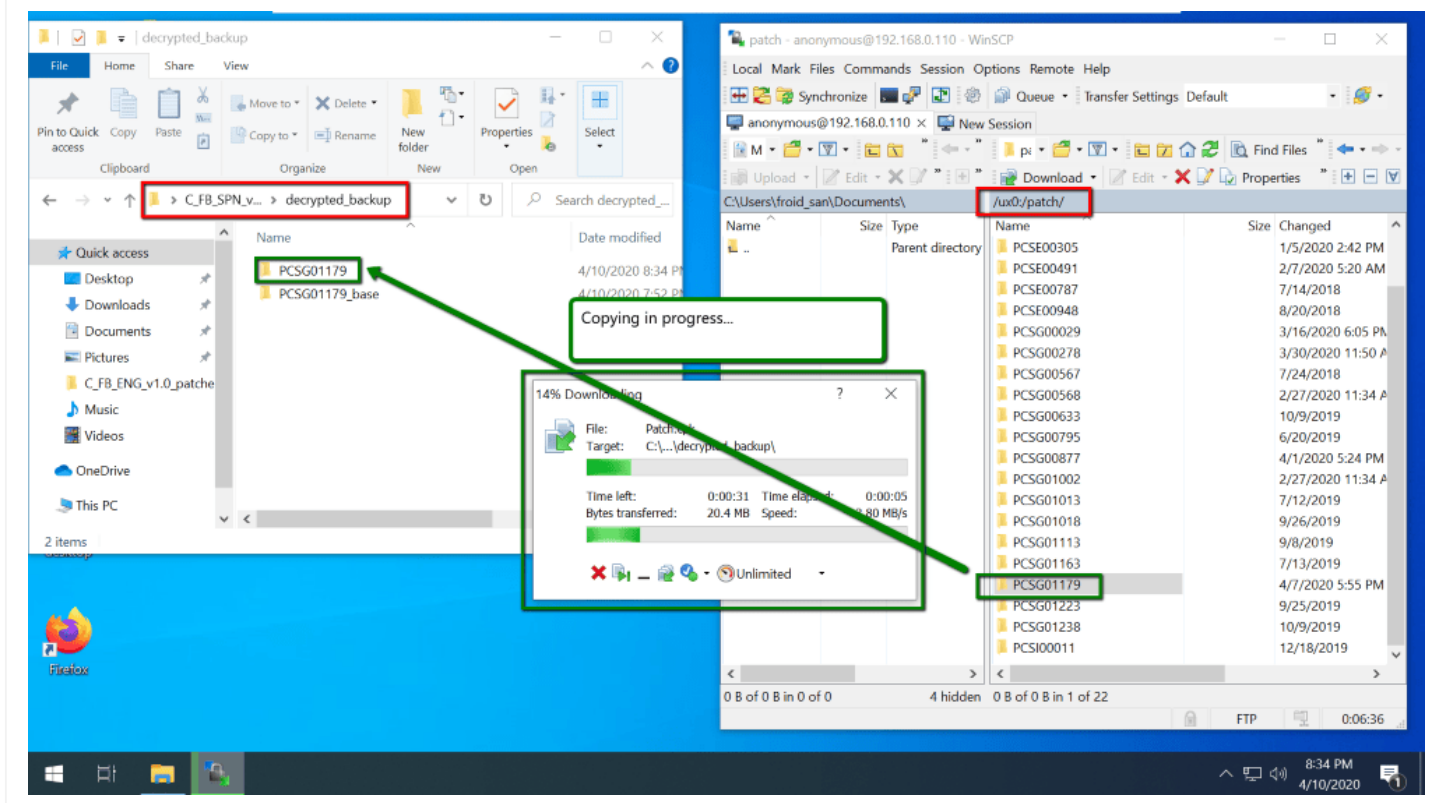
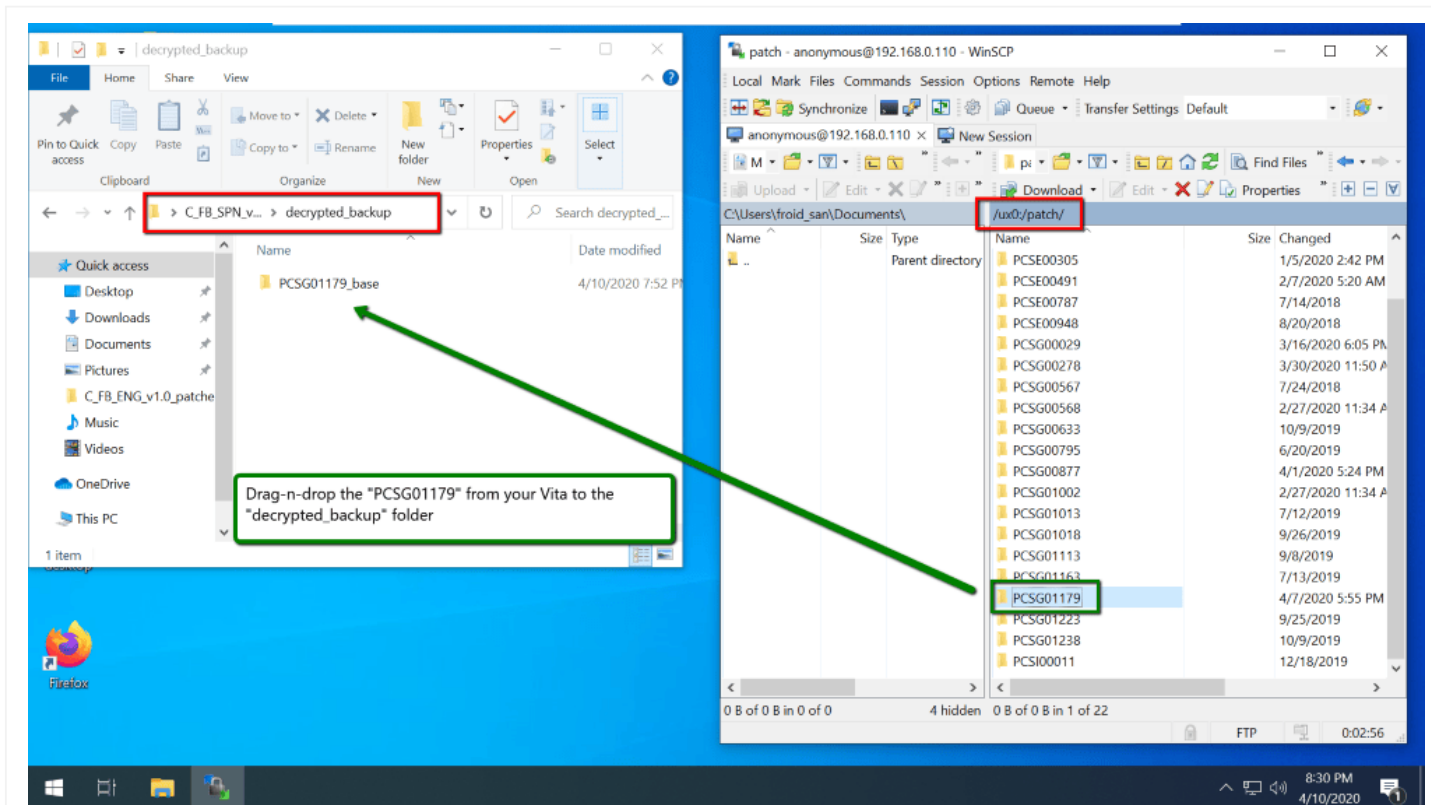


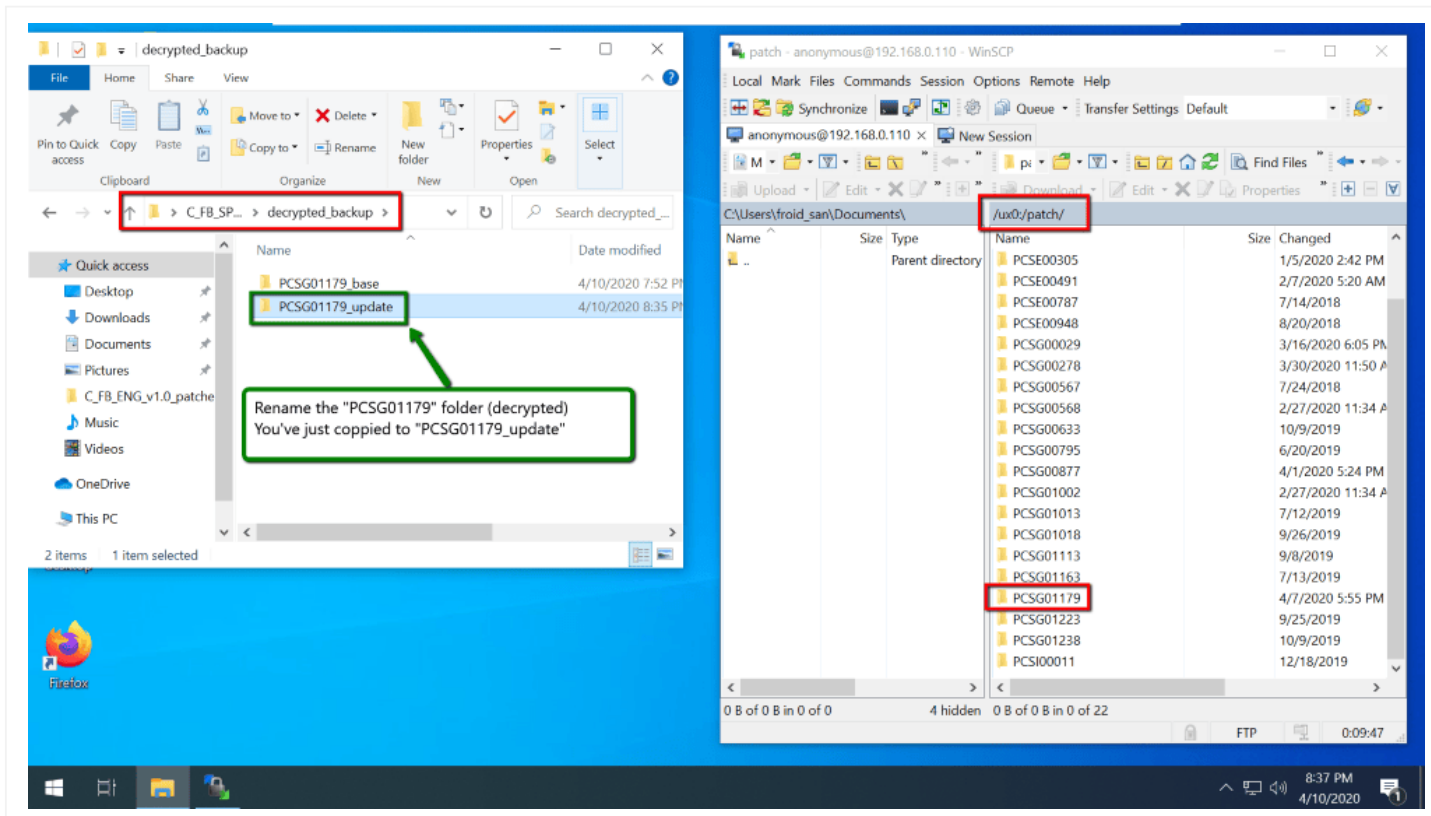










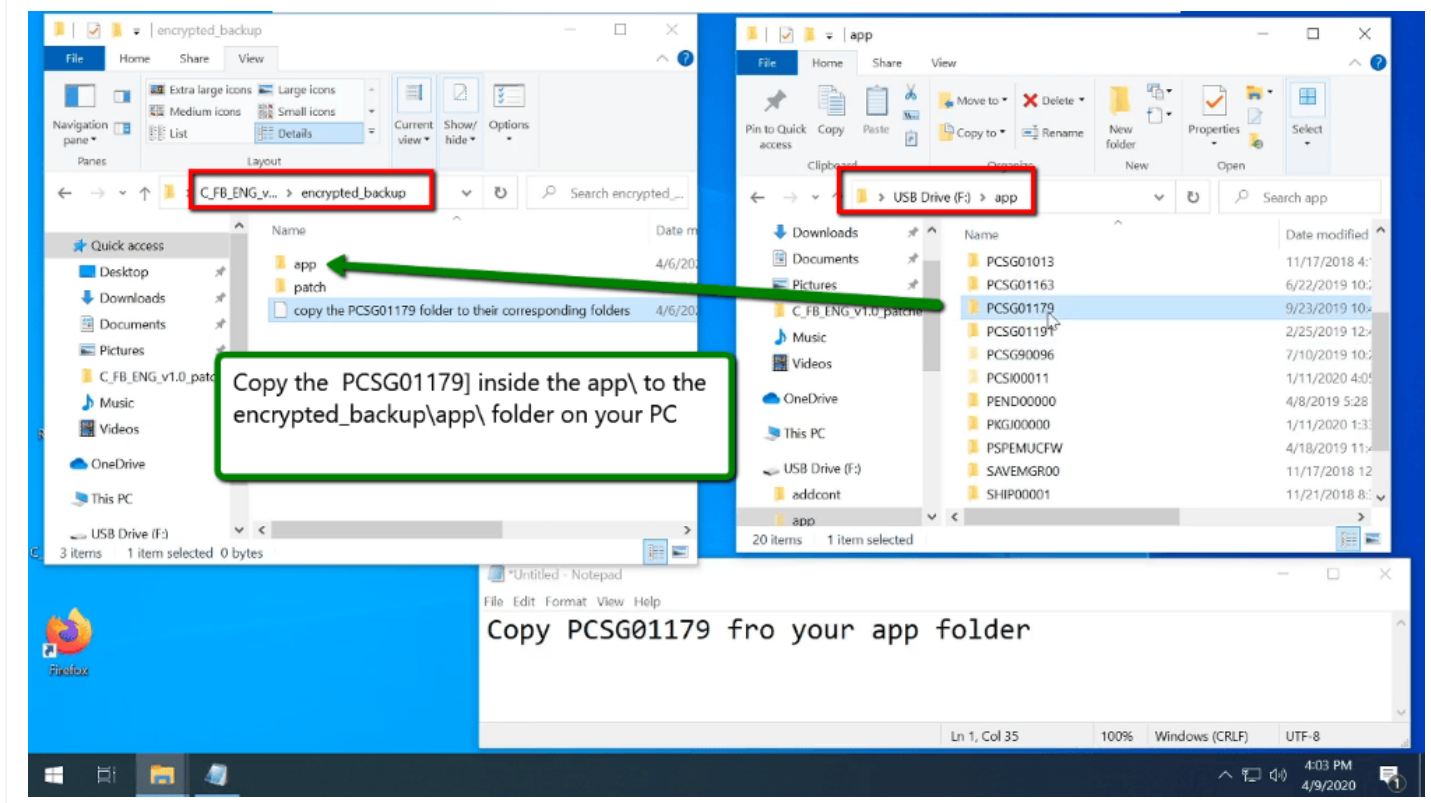
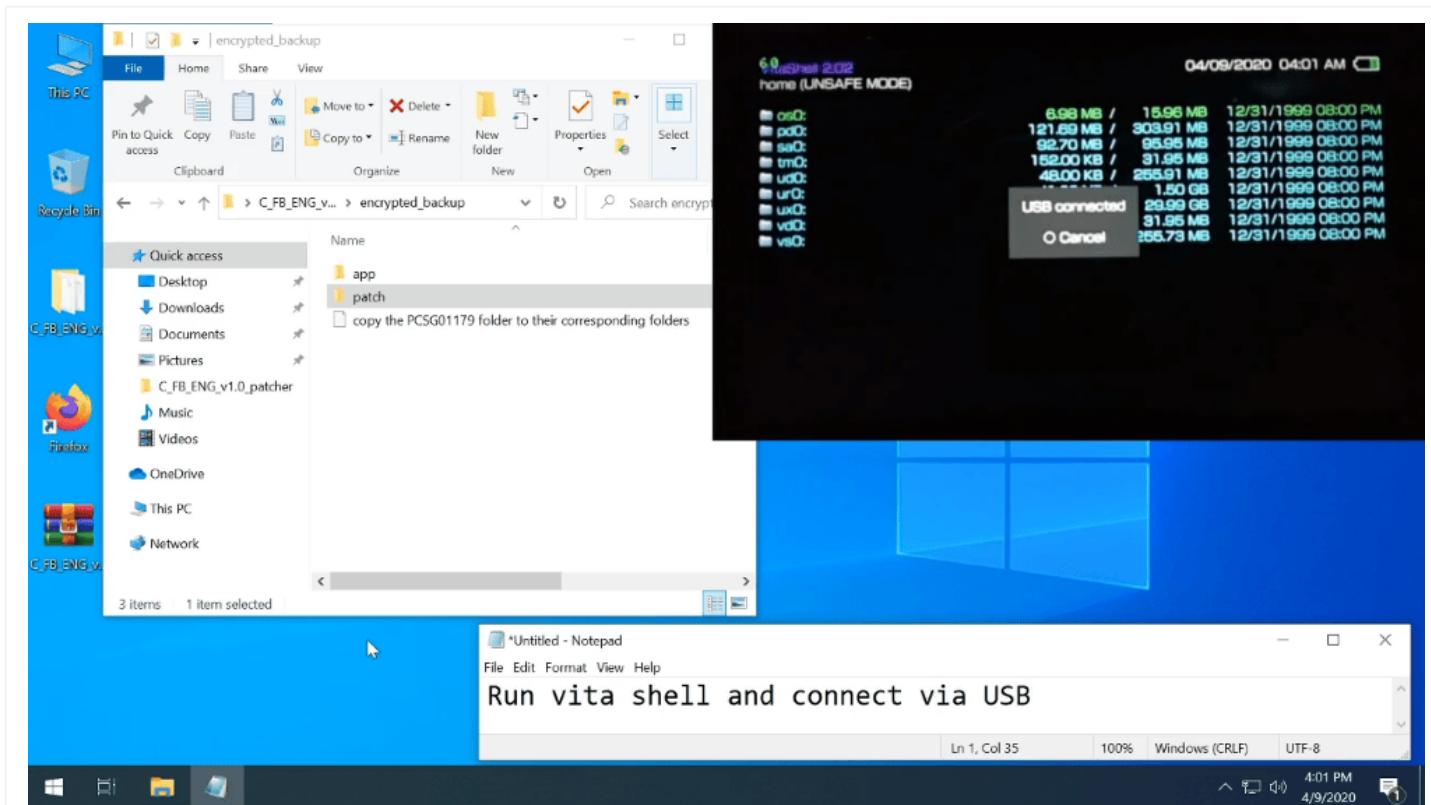


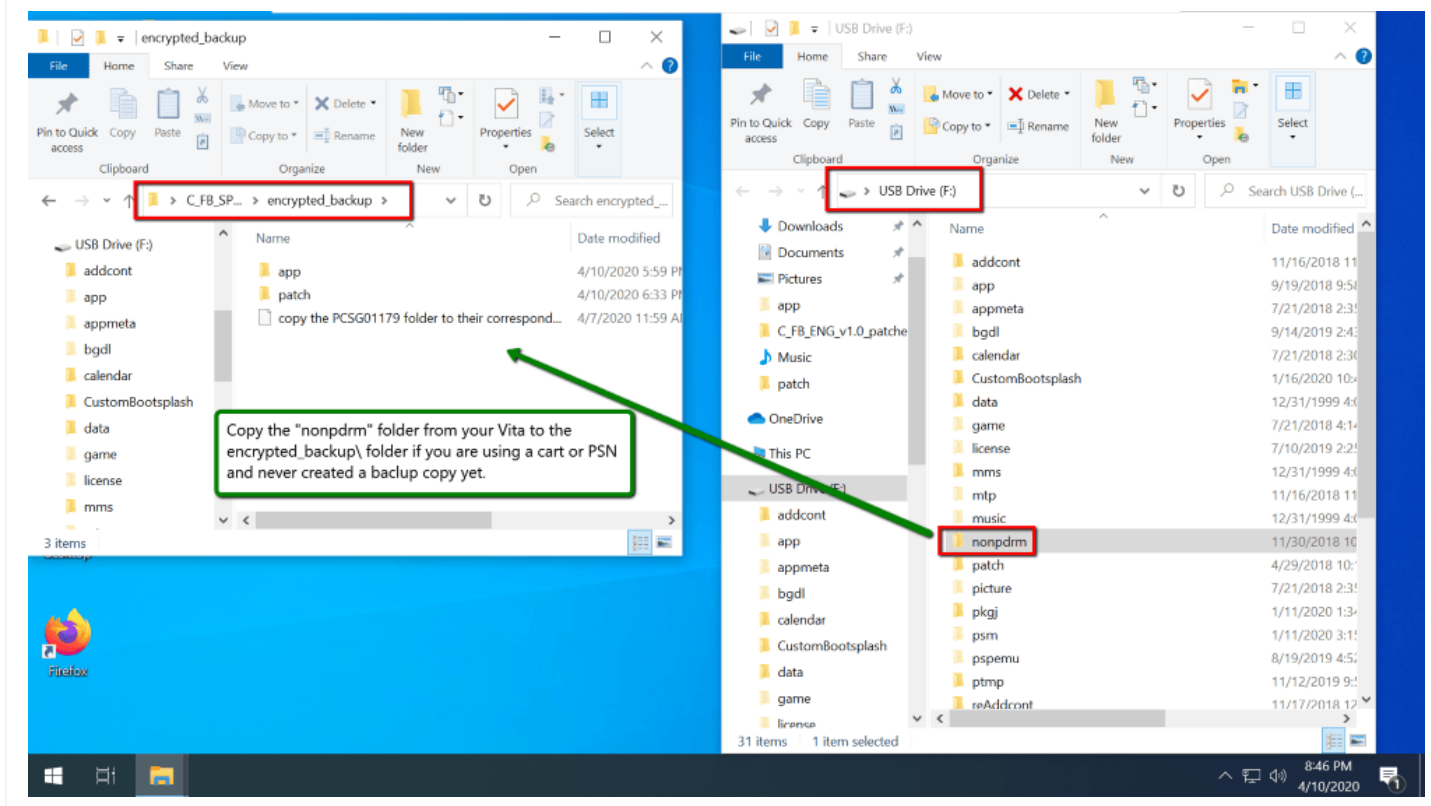
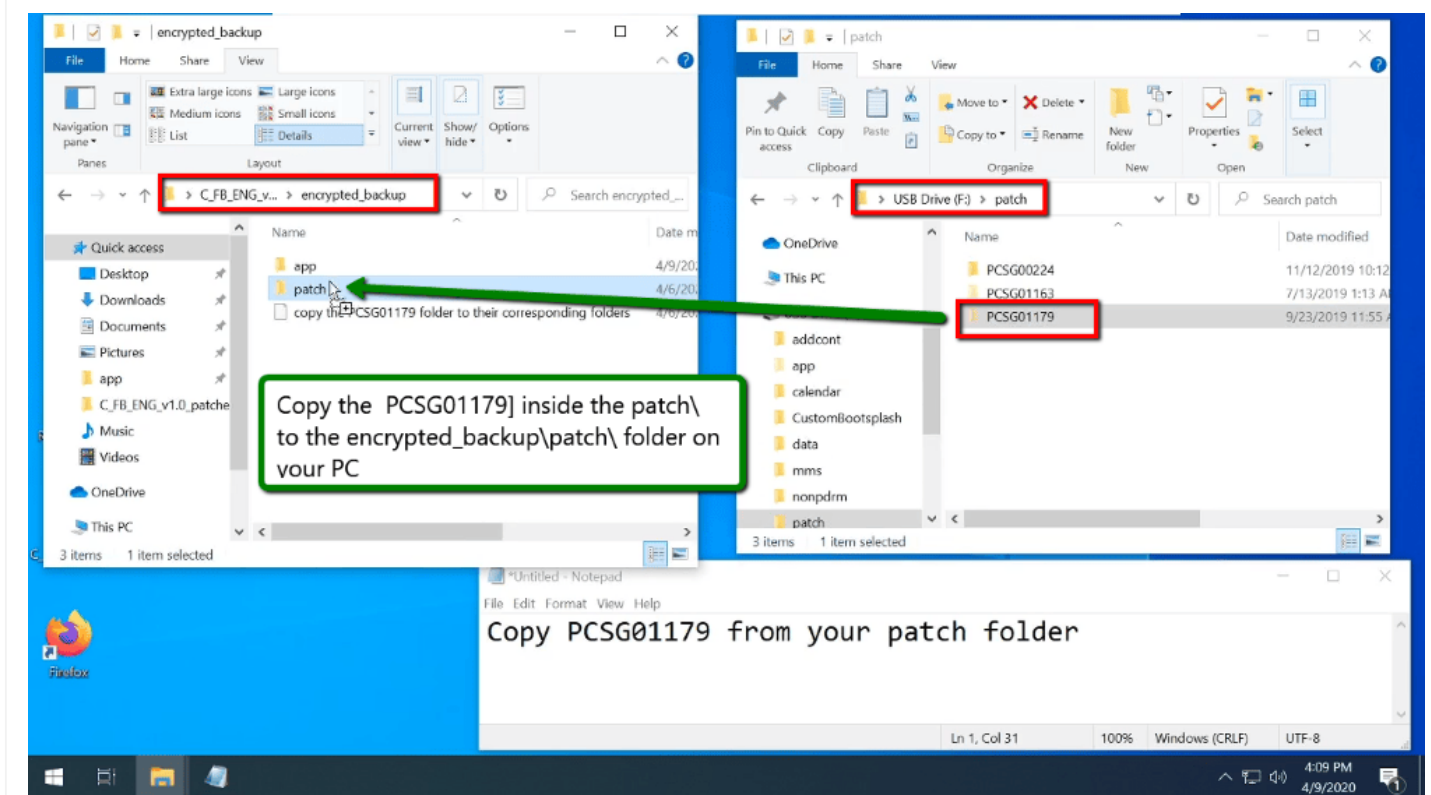
If you choose to decrypting the game via psvpfparser:

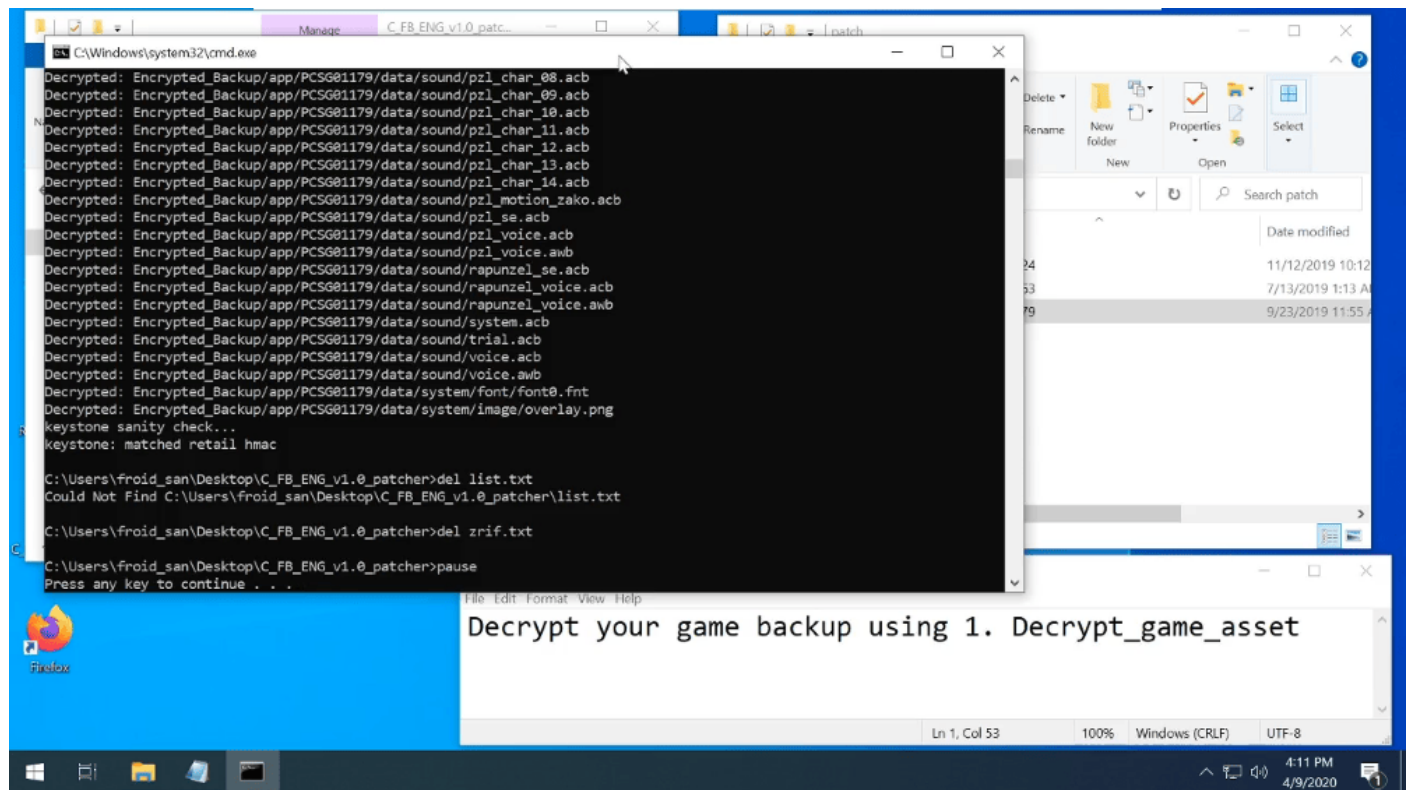
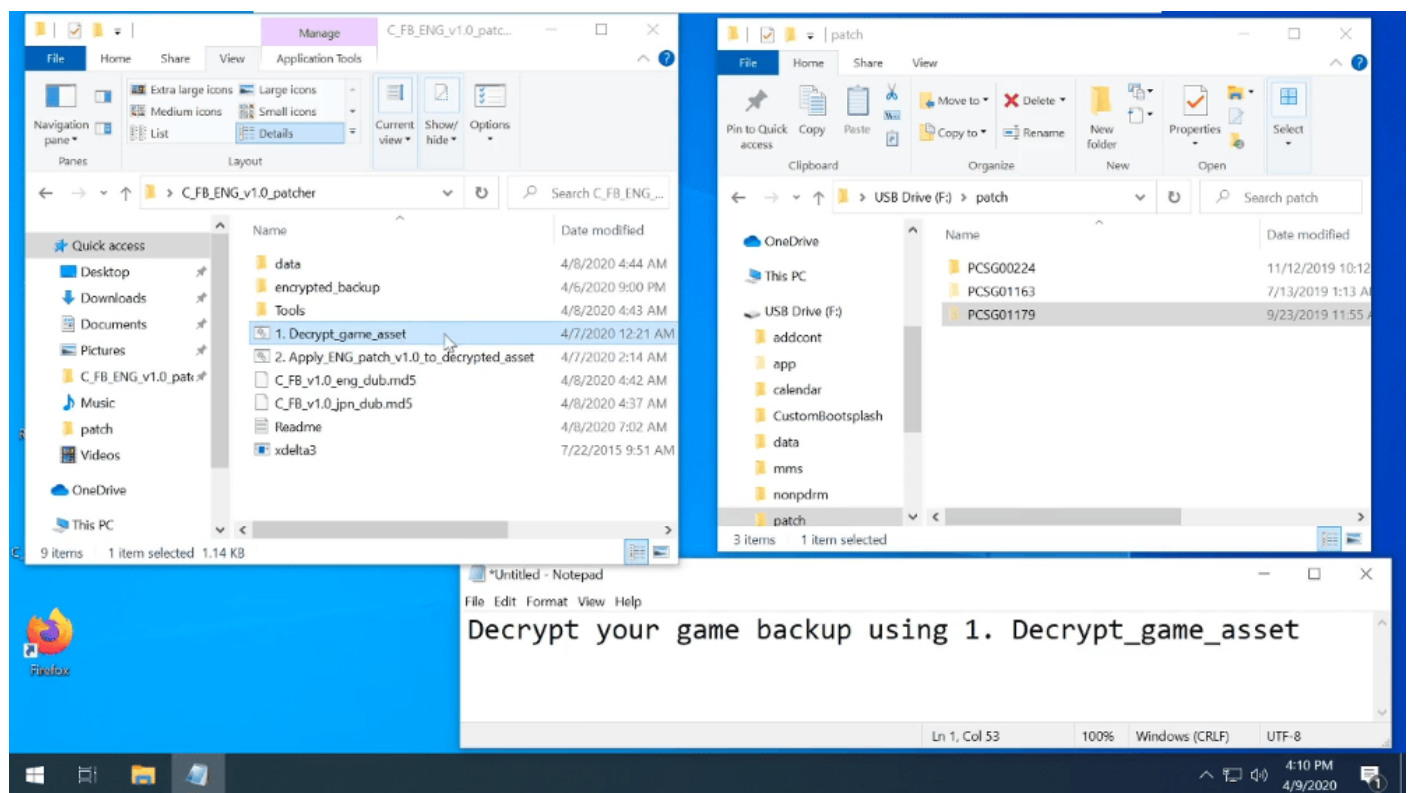
- Using VitaShell, enable usb/ftp connection by pressing Select.
- Copy the [PCSG01179] inside the ux0:app/ (if a PSN game) or gro0:app/ (if cart) and copy it to the PC [C:\FB_ENG_v1.0_patcher\encrypted_backup\app\] folder).
- Copy the [PCSG01179] inside the ux0:patch/ and copy it to the PC [C:\FB_ENG_v1.0_patcher\encrypted_backup\patch\] folder).
- (Optional) copy the [nonpdrm] inside the ux0: partition and copy it to the PC [C:\FB_ENG_v1.0_patcher\encrypted_backup\].
- Run [1. Decrypt_game_asset.bat] follow its instruction and wait for it to finish decrypting the files.
- When decrypting is done there should be a [decrypted_backup] folder created.

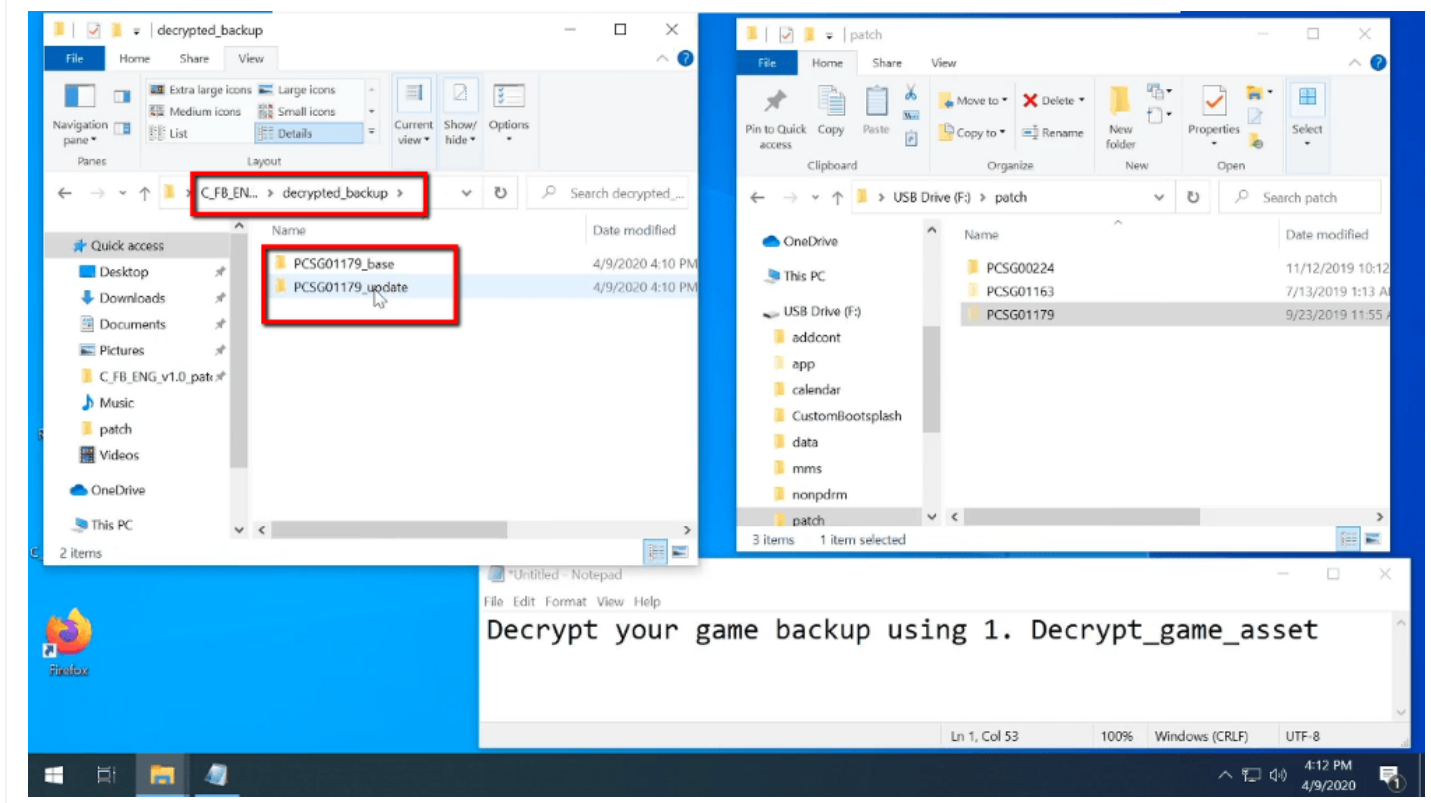
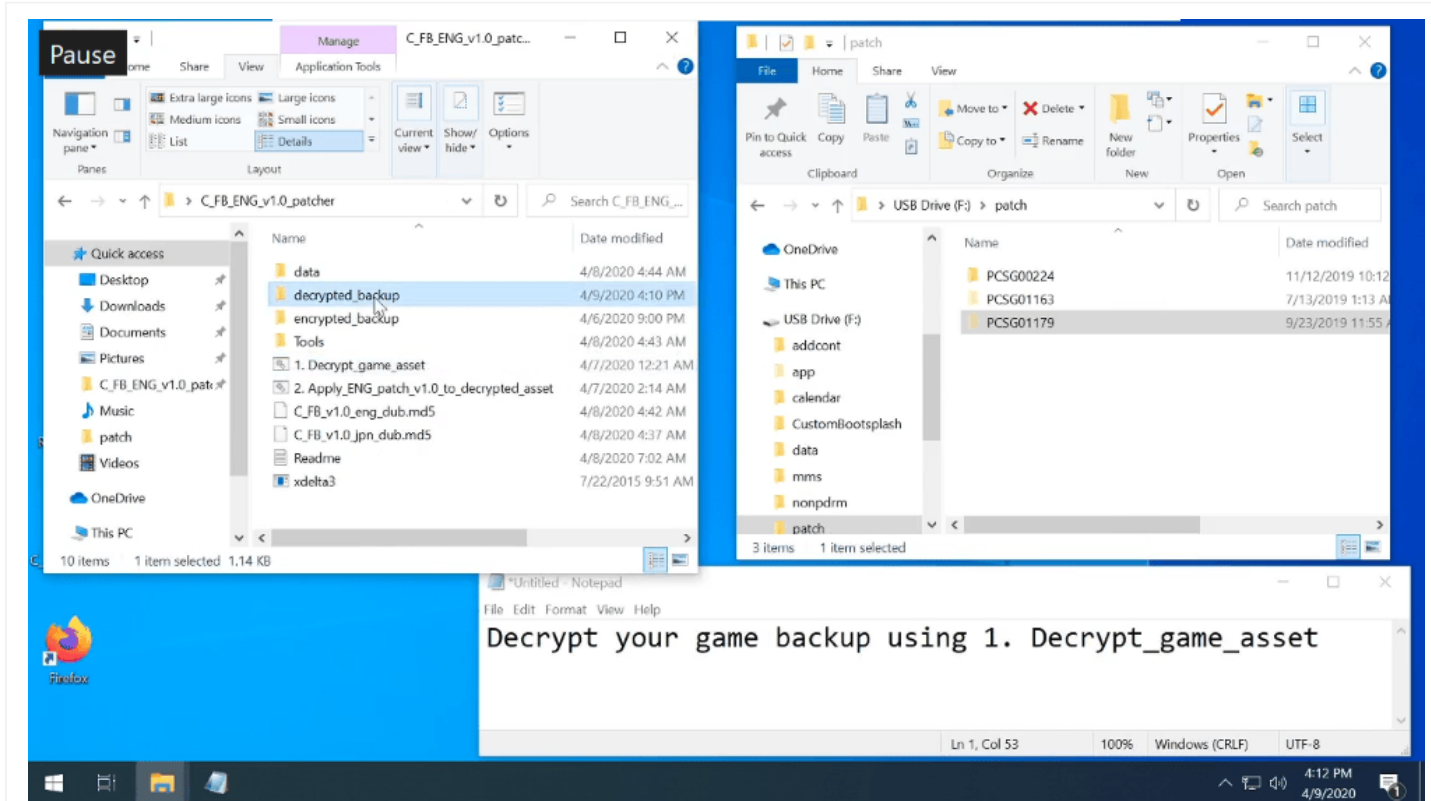
Image

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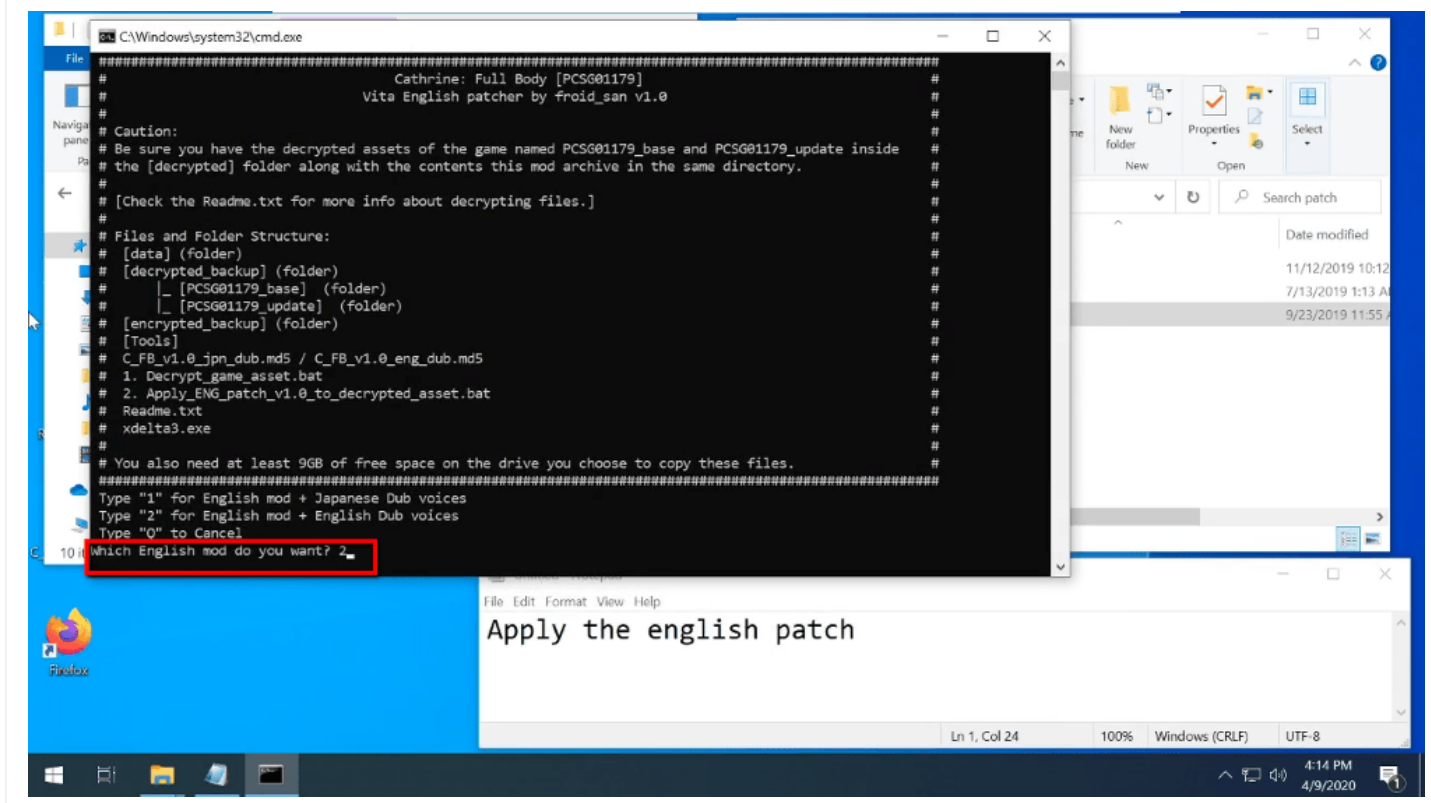
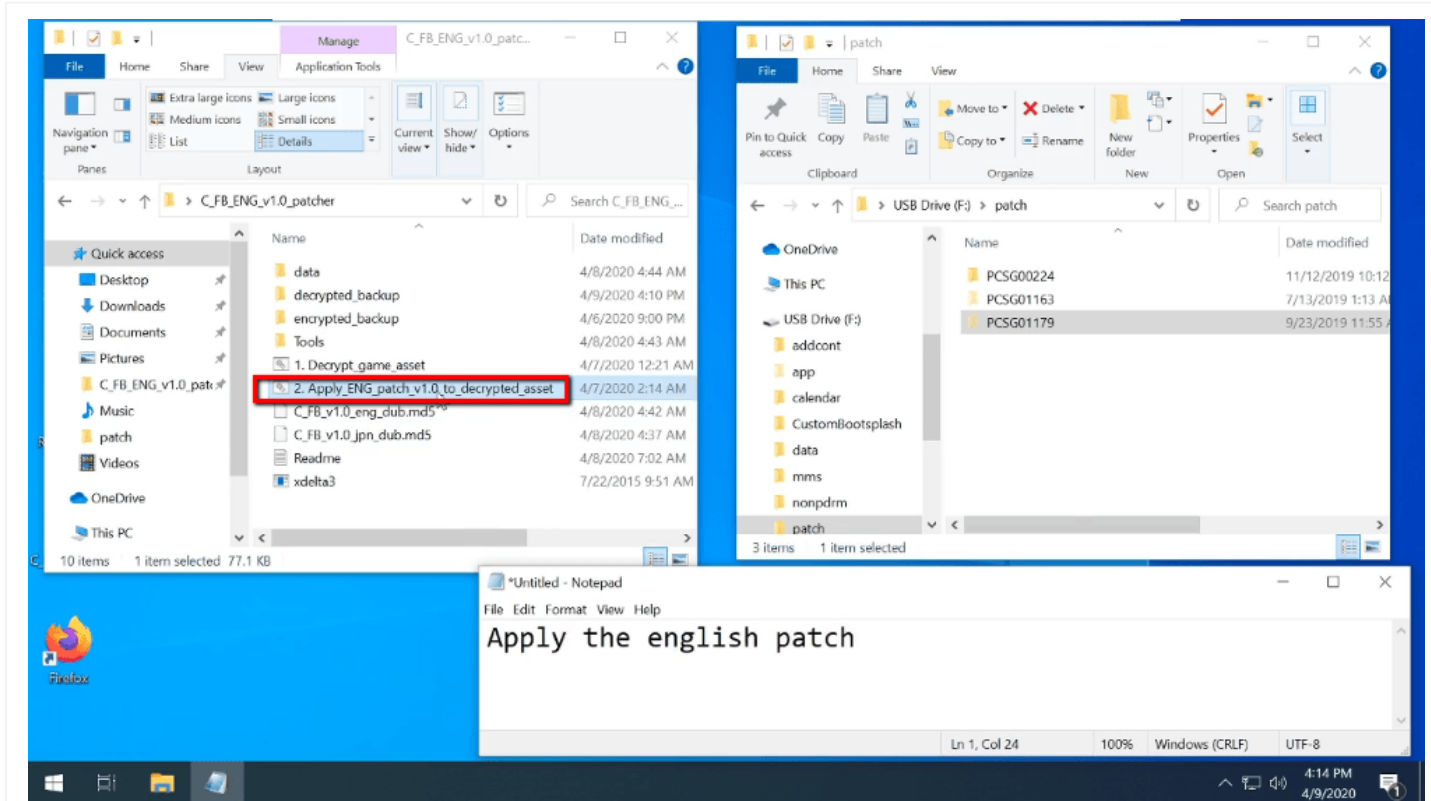


Patching decrypted asset:

- Run [2. Apply_ENG_patch_v1.0_to_decrypted_asset.bat], follow its instruction and wait for it to finish patching.

Image

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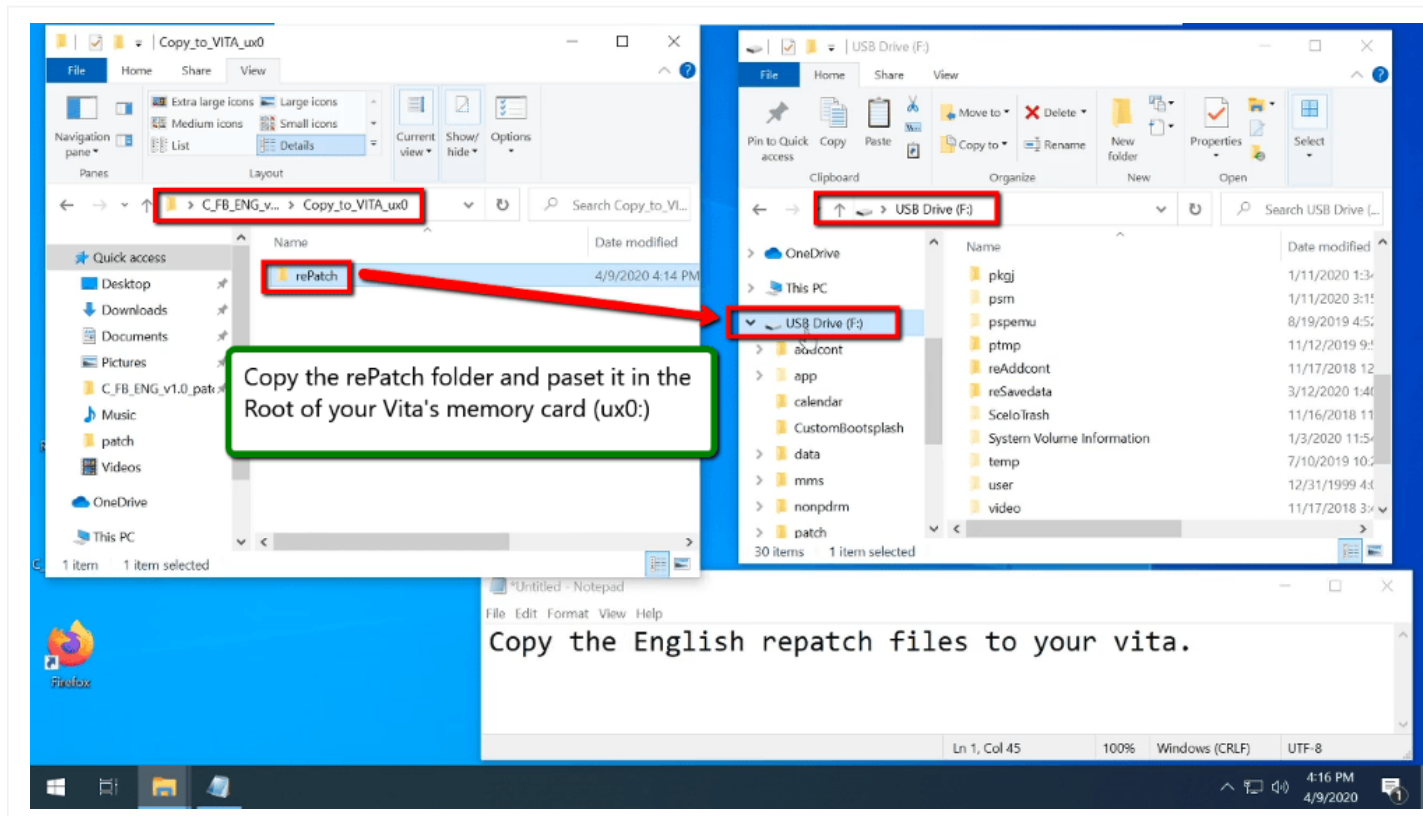


How to install the patch:

- Copy the [rePatch] folder inside the [Copy_to_VITA_ux0] folder to the ux0: partition of your Vita.
- Be sure to have NoNpDrm and rePatch plugins (v3.0) properly installed and working.

Image

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Additional notes

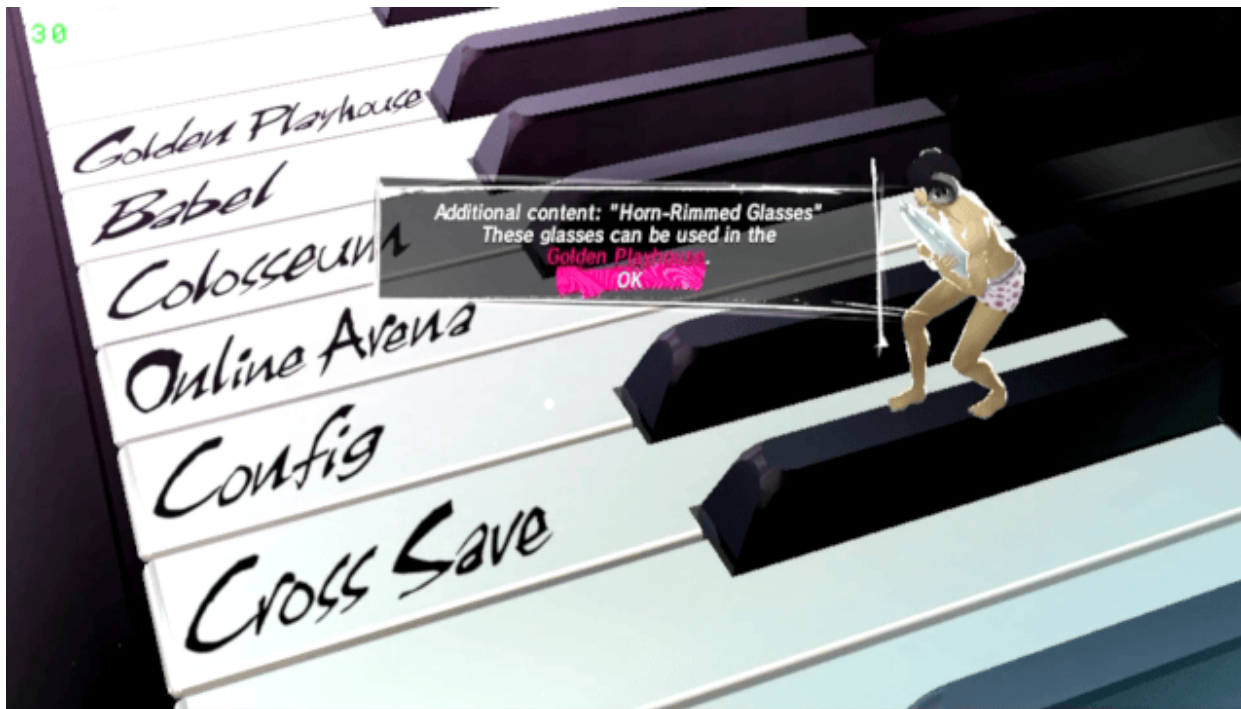
Troubleshooting:

- "I got an msvcr100.dll error when decrypting the game".
 - Be sure your Windows installation is up to date and you have Visual C++ Redistributable for Visual Studio 2012 (<https://www.microsoft.com/en-us/download/details.aspx?id=30679>) installed.
 - You may need to install both x86 and x64 Version.
- If you have problems decrypting game using psvpfparser, you can try decrypting your game using Vitashell "Open decrypted" feature and dump it via FTP.
- VitaShell "Open decrypted" feature only works via FTP mode and would not work while in USB mode.

Notes for the game:

- You may need to have a overclock plug-in if you feel stutters in the game and improve its fps. 444 should be enough.
- Extra Voices DLC would not work on the dub version m as there's only one English dub voice actor for Catherine even on the PS4 version, so even if you change the voice it will still revert to the original Catherine voice. If you use the English Translation and Japanese Dub, the extra voices DLC will work as intended.
- Other DLC like the Nero glasses and Persona 5 DLC are just unlock DLC and should work with this translation port without problems and will be also translated.
- On the English port + Japanese dub there are times there are voiceover at the start of the nightmare, this is normal and the why the original game behaves even on the PS4 version and it has no subtitles to edit, English dub will have no problems on this as the spoken language is already in English.

Screenshots





Media

Catherine FB PSV + bunch of mods + ENG patch (froid_san (<https://www.youtube.com/watch?v=hwBrV1aUOnM>))

Catherine FB PSV + bunch of mods + ENG patch



Catherine FB PSV + bunch of mods + SPN patch (froid_san (<https://www.youtube.com/watch?v=FYnQ2r7BsYQ>))

Catherine FB PSV + bunch of mods + SPN patch



How To Patch Catherine Full Body Into English! - (PS Vita English Patch Tutorial) (Nagato's Revenge (https://www.youtube.com/watch?v=gWAKgRxFZCQ))

How To Patch Catherine Full Body Into English! - (PS Vita E...



Changelog

v1.0 English FINAL release

- Uses PS4 Assets.
- All Images.
- All Story text.
- All Animated FMV.
- All NPC/event/puzzle dialog (Landings - Nightmare) text.
- All quotes.
- All menu's.
- All cellphone messages/replies/Movies menu/Award menu.
- All Confessional Questions.
- All text on other game modes (Babel/Colosseum/P5 DLC story/Babel Secret ending).

- 98% of Multiplayer?
- English DUB or Japanese dub.

v0.80 Initial English BETA release

- All Images that contain text used in menu's and such.
- Regular Menu/Navigation Text.
- 99% of the Cut-scene and FMV.
- 90% of the cellphone messages.
- 80% of the NPC on the Lounge and Landings (nightmare).
- All Confessional Questions.
- 70% Quotes on loading screen.
- 960x544 resolution patch.

v0.95 Initial Spanish BETA release

- Uses PS4 Assets.
- All Images.
- All Story text.
- FMV 99% (check what's not translated).
- All NPC/event/puzzle dialog text.
- All quotes.
- Some menu's still in English (located on eboot).
- All cellphone messages/replies.
- All Confessional Questions.
- All text on other game modes (Babel/Colosseum).
- English DUB + Spanish Subs or Japanese dub + Spanish Subs.
- 960x544 resolution patch.

Credits

Special thanks to Earl for Beta testing the v0.80 build and the one who wants to remain anonymous.

Tools used on patcher:

- strikers aka striker.sh (linux/BSD/MacOS patcher script) (<https://paste.striker.host/?0c7935a384de9635#o+mq1u5n54cr9j9GVK6N/UuR1T7pF9wkESO/x3M/B40=>).
- mmozeiko's rif2zrif.py (<https://github.com/mmozeiko/pkg2zip>).
- motoharu-gosuto's psvpfsparser (<https://github.com/motoharu-gosuto/psvpfstools>).
- jmacd's xdelta-gpl (<https://github.com/jmacd/xdelta-gpl/releases/tag/v3.0.10>).
- QuickSFV (<https://www.quicksfv.org/>).

External links

- Author's website- <https://froidromhacks.com/catherine-full-body-jp-english-dub-port-v1-0-960x544-resolution-patch-vita/>
- GBAtemp - <https://gbatemp.net/threads/catherine-full-body-jp-english-mod-patcher-v0-80.558123/>
- Reddit - https://www.reddit.com/r/VitaPiracy/comments/g0irqk/catherine_full_body_jp_englishspanish_port_with/

Retrieved from 'https://www.gamebrew.org/index.php?title=Catherine_Full_Body_English_Translation_Vita&oldid=108662'

GameBrew